

using the game data stored in said game data storage means, in accordance with [operation on] instructions from said [game operation means] controller, display means having a screen for displaying the progress of game by said game executing means.

clock means for keeping a predetermined time period after said receiving means received the game data, and

interference means for interfering with the [effecting] execution of said game [effecting] executing means by blocking the view on the screen on which the progress of game is displayed by display means when said clock means counts said predetermined time period,

said host facility comprising:

data file storage for storing game data as well as duration data indicative of the predetermined time period to be counted by said clock means, and

sending out means for sending out the game data and the duration data stored in said data file storage to said communication terminal device.

21. A method of allowing the execution of game during a predetermined time period in a communication terminal device capable of connecting with a host facility, said method comprising the steps of:

receiving a game data as sent out from the host facility,

starting the execution of game by using the received game data when start of game is designated,

keeping a predetermined time period after the game data is received, and

interfering with the execution of game when the predetermined time period is counted.

22. The method according to Claim 21, wherein said step of interfering with the execution of game comprises the step of displaying an interference mark on a screen on which game progress is displayed such that the view showing the game progress is blocked.

23. The method according to Claim 21, wherein said step of interfering with the execution of game comprises the step of deleting a part of display on a screen on which game progress is displayed.

24. The method according to Claim 21, wherein said step of interfering with the execution of game comprises the step of preventing a sound generated from a speaker in accordance with progress of game from being generated.

25. The method according to Claim 21, wherein said step of interfering with the execution of game comprises the step of rejecting input operation to execute game.

26. The method according to Claim 21, wherein said step of keeping a predetermined time period comprises the steps of:

keeping a predetermined first time period after the game data is received, and

keeping a predetermined second time period being shorter than the first time period,

said method further comprises the step of issuing an alarm when the second time period is counted, and thereby informing that the time of interference with the execution of game will soon come.

27. The method according to Claim 26, further comprising the steps of:

keeping a predetermined third time period after the execution of game is interfered,

determining whether stopping the interference of execution of game is instructed, and

allowing resumption of the execution of game when the instruction is received before the third time period is counted.

28. The method according to Claim 21, wherein said step of receiving the game data comprises the step of performing wireless transmission between the communication terminal device and said host facility.

29. A method of allowing the play of game during a predetermined time period in a communication terminal device capable of receiving broadcast signal from a broadcasting station broadcasting game data, said

method comprising the steps of:

receiving the game data as sent out from the broadcasting station,  
starting the execution of game by using the received game data when  
start of game is designated,  
keeping a predetermined time period after the game data is received,  
and  
interfering with the execution of game when the predetermined time  
period is counted.

30. The method according to Claim 29, wherein said step of interfering with the execution of game comprises the step of displaying an interference mark on a screen on which game progress is displayed such that the view showing the game progress is blocked.

31. The method according to Claim 29, wherein said step of interfering with the execution of game comprises the step of deleting a part of display on a screen on which game progress is displayed.

32. The method according to Claim 29, wherein said step of interfering with the execution of game comprises the step of preventing a sound generated from a speaker in accordance with progress of game from being generated.

33. The method according to Claim 29, wherein said step of interfering with the execution of game comprises the step of rejecting input operation to execute game.

34. The method according to Claim 29, wherein said step of keeping a predetermined time period comprises the steps of:

keeping a predetermined first time period after the game data is received, and

keeping a predetermined second time period being shorter than the first time period,

said method further comprises the step of issuing an alarm when the second time period is counted, and thereby informing that the time of interference with the execution of game will soon come.

35. The method according to Claim 34, further comprising the steps of:

keeping a predetermined third time period after the execution of game is interfered,

determining whether stopping the interference of execution of game is instructed, and

allowing resumption of the execution of game when the instruction is received before the third time period is counted.

#### REMARKS

The applicant respectfully inform that the certified copy was submitted to the patent application S/N 08/232,862. Please kindly make sure of the same.

Claims 1-20 are rejected under 35 U.S.C. 112, first paragraph, as lacking in providing an adequate written description and enabling disclosure for the claimed invention. Claims 1, 4-9, 12-18 and 20 are rejected under 35 U.S.C. 112, second paragraph, as being indefinite.

In consideration of the Examiner's suggestion, claims 1-15 in the present application were rewritten as method claims 21-35. The new claims 21-35 are believed to overcome the aforementioned rejection in the present application.

Claim 16 was amended by being combined with a feature of Claim 19. The amended Claim 16 is not believed to be indefinite any more.

In Claim 16, means-plus-function language is kept. The corresponding relation between elements in Claim 16 and terms used in the specification is as follows. With regard to a communication terminal device, "receiving means" corresponds to "terminal modem 3" at page 10, line 21. The function as "receiving means" is described at page 14, lines 22-23 in the specification. "Game data storage means" corresponds to "memory 8" at page 14, lines 22-24 in the specification. "Display means" corresponds to "monitor 16" at page 10, line 24 in the specification. "Game executing means," "clock means" and "interference means" all correspond to "CPU 5" at page 10, line 21 in the specification. The function as "game executing means" is processing game data, which is supported by the description at